AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (original): A game device comprising:

virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means;

related match simulation means for simulating the one or more related matches;

event storage means for storing event time and event content for prescribed types of events occurring in the one or more related matches;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring for arrival of the event time stored by the event storage means during execution of the main match; and

event content output means for outputting event content corresponding to the event time when it is determined by the event time arrival monitoring means that the event time has arrived during execution of the main match.

2. (original): The game device of claim 1, wherein

the event storage means stores replay data for reproducing and displaying prescribed

types of events occurring in the one or more related matches as the event content; and

the event content output means reproduces and displays prescribed types of events

occurring in the one or more related matches based on the replay data.

3. (currently amended): An information storage medium for storing a program enabling

a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of

matches;

related match selection means for selecting at least one match, from the plurality of

matches, taking place at least partially at the same time as a main match a player's team is taking

part in as one or more matches related to the main match based on virtual start times for each

match decided by the virtual start time deciding means;

related match simulation means for simulating the one or more related matches;

event storage means for storing event time and event content for prescribed types of

events occurring in the one or more;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring for arrival of the event time stored by

the event storage means during execution of the main match; and

event content output means for outputting event content corresponding to the event time

when it is determined by the event time arrival monitoring means that the event time has arrived

during execution of the main match.

4. (currently amended): A program distribution device for reading and distributing a program, comprising an information storage medium for storing the program enabling a computer to function as:

virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means;

related match simulation means for simulating the one or more related matches;

event storage means for storing event time and event content for prescribed types of events occurring in the one or more;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring for arrival of the event time stored by the event storage means during execution of the main match; and

event content output means for outputting event content corresponding to the event time when it is determined by the event time arrival monitoring means that the event time has arrived during execution of the main match.

5. (new): The game device of claim 1, further comprising:

game database storage means for storing information prepared for a virtual game space; and

match decider means for deciding matches based upon the information stored in the game

database storage means.

6. (new): The game device of claim 5, wherein the match decider means receives match results from the main match execution means and related match simulation means for deciding a next plurality of matches.

7. (new): The game device of claim 1, wherein the one or more related matches includes at least one of a team that is close to the player's team in a standings or a team that the player's team plays in a future match.

8. (new): The game device of claim 1, wherein the event time includes at least one of a virtual date and a virtual time.

9. (new): The game device of claim 5, wherein the main match execution means receives instructions from a player for executing the main match based on information stored in the game database storage means.